

on the right of the C/P switch **12**, rotatably over a predetermined angle range. When a player operates the start lever **13**, reels provided inside of the reel display panel **7** start rotating.

**[0075]** A stop controller **14** for stopping the reels rotating is provided in a central portion of the front door **3**, constituting a stopping means. The stop controller **14** is provided with a left stop button **15L**, a center stop button **15C** and a right stop button **15R**. A player can determine an order in which to press the stop buttons **15L**, **15C** and **15R** at will. A stop control performed when all the reels are rotating is generally referred to as a "first stop control," and a next stop control a "second stop control," and a final stop control a "third stop control." In this embodiment, the press of the left stop button **15L** as the first stop control is referred to as "regular-order stopping," the press of the center stop button **15C** as the first stop control "center-start stopping," and the press of the right stop button **15R** as the first stop control "reverse-order stopping." A gaming machine with three stop buttons has total of six stop control orders. Pressing the left stop button **15L** as the first stop control, the center stop button **15C** as the second stop control and the right stop button **15R** as the third stop control is referred to as "left, center, right stopping." Pressing the center stop button **15C** as the first stop control, the left stop button **15L** as the second stop control and the right stop button **15R** as the third stop control is referred to as "center, left, right stopping." Pressing the center stop button **15C** as the first stop control, the right stop button **15R** as the second stop control and the left stop button **15L** as the third stop control is referred to as "center, right, left stopping." Pressing the left stop button **15L** as the first stop control, the right stop button **15R** as the second stop control and the center stop button **15C** as the third stop control is referred to as "left, right, center stopping." Pressing the right stop button **15R** as the first stop control, the left stop button **15L** as the second stop control and the center stop button **15C** as the third stop control is referred to as "right, left, center stopping." Pressing the right stop button **15R** as the first stop control, the center stop button **15C** as the second stop control and the left stop button **15L** as the third stop control is referred to as "right, center, left stopping."

**[0076]** A lower display panel **18** on which the name of the pachislo machine **1**, characters appearing in the game and the like are displayed is provided below the stop controller **14**. An LCD is provided inside of the lower display panel **18**, on which various images are displayed on the basis of image data stored in a sub control circuit which will be described below.

**[0077]** **FIG. 2** is a cross-sectional view of the front door **3** of the pachislo machine **1**. The front door **3** has three display panels, the upper display panel **6**, reel display panel **7** and lower display panel **18** from top to bottom, on which the name logo, characters and images according to game states are displayed. The reel display panel **7** has a lamination of a touch panel **28** for detecting a coordinate position of a player's touch, a transparent acryl board **19** as a protective cover, a pictorial sheet **20** of a transparent film on which various graphics are printed, facing the inside of the transparent acryl board **19**, a reel LCD **21** of a transparent LCD such as an ITO, and an electronic shutter **22** of a liquid crystal film or the like. Cold-cathode tubes **23** serving as a back light of the reel LCD **21** and a lighting system for

illuminating symbols on reels **24L**, **24C** and **24R** are provided at upper and lower portions of the inside of the reel display panel **7**. Graphics printed on the pictorial sheet **20** are always visible to a player in any display control state of the pachislo machine **1**. The reel LCD **21** constitutes a display area for image displays such as a big winning display and various informational displays. The electronic shutter **22** can switch between transmitting and shielding of predetermined areas, depending on its voltage applied state, that is, it allows switching between the visible state and the invisible state of symbols on the reels **24L**, **24C** and **24R** through the reel display panel **7** so as to switch video display on the reel LCD **21** between a normal display (in which only images displayed are visible with the reels **24** shielded by the electronic shutter **22**) and a translucent display (in which reel symbols are visible through images displayed).

**[0078]** The upper display panel **6** is provided above the reel display panel **7**. The upper display panel **6** includes, on the inside of a transparent acryl board **19** as a protective cover, an upper LCD **26**, a cold-cathode tube **23** as a backlight source, and an optical waveguide **25** for transmitting light from the cold-cathode tube **23** over the entire LCD **26**.

**[0079]** The lower display panel **18** is provided below the reel display panel **7**. The lower display panel **18** includes, on the inside of a transparent acryl board **19** as a protective cover, a lower LCD **27**, a cold-cathode tube **23** as a backlight source, and an optical waveguide **25** for transmitting light from the cold-cathode tube **23** over the entire LCD **27**.

**[0080]** **FIG. 3** shows a block diagram of an exemplary circuit for the operation of the pachislo machine **1** shown in **FIG. 1**. A game control means of this embodiment largely consists of two control circuits. A main control circuit **101** controls various peripherals electrically connected thereto, based on input signals from various detecting means. A sub control circuit **201** controls images displayed on various LCDs and sound effects produced by the speakers **5L** and **5R**, based on game information sent from the main control circuit **101** and inputs from the touch panel **28** provided at the reel display panel **7**.

**[0081]** The main control circuit **101** has a microcomputer **102** as the main component disposed on a circuit board and also has a circuit for random number selection. The microcomputer **102** includes a ROM **104** in which game programs and data are stored, a CPU **103** for performing control operations according to the game programs in the ROM **104**, and a RAM **105** providing work area required for the control operations.

**[0082]** Connected to the CPU **103** are a clock pulse generator **106** for generating reference clock pulses, a divider **107**, a random number generator **108** for generating random numbers for selection, and a sampler **109** for selecting a random number in response to a signal from the start lever **13** described below. The microcomputer **102** may alternatively perform random number selection by software processing as a random number selecting means. In that case, the random number generator **108** and the sampler **109** can be eliminated.

**[0083]** The ROM **104** in the microcomputer **102** stores, in addition to the control programs for controlling various operations of the pachislo machine **1**, a winning combina-